

OFFICIAL RULES



AMERICAN
FIELD SPORTING

VERSION 22
January 2022

TABLE OF CONTENTS

I. JURISDICTION.....	1	viii. Attempting Targets.....	11
II. SAFETY.....	1	V. GENERAL RULES.....	12
III. THE GAME.....	1	A. Types of Guns Used.....	12
A. Target Types.....	1	B. Gauges.....	12
B. Target Presentation.....	2	C. Ammunition.....	12
C. The XBird.....	2	D. Shooting Order/Rotations.....	12
D. Shooting Station Configuration.....	2	E. Arrival at Starting Station.....	12
IV. FIELD FORMATS.....	3	F. Shooter Number Display.....	12
A. Red Field Format.....	4	G. Ready Position for Master and AA.....	13
i. Target Menus.....	4	H. Ready Position for Other Classes.....	13
ii. XBird.....	4	I. Inside the Shooting Station.....	13
iii. Previewing Targets.....	4	J. Pre-shot Gun Swing.....	13
iv. Attempting Targets.....	5	K. Calling for the Target.....	14
B. White Field Format.....	6	L. Launching Targets.....	14
i. Target Menus.....	6	M. Completion of Attempting Targets in Station.....	14
ii. XBird.....	6	N. One-shot Singles.....	14
iii. Previewing Targets.....	6	O. Two-Shot Single Target and XBird.....	14
iv. Attempting Targets.....	7	P. Pairs.....	14
C. Blue Field Format.....	8	Q. Menu.....	15
i. Target Menu.....	8	VI. FIELD JUDGE RESPONSIBILITY.....	16
ii. XBird.....	8	A. Ambassadors of the Game.....	16
iii. Previewing Targets.....	8	B. Before Shooting Starts.....	16
iv. Attempting Targets.....	9	C. Late/Missing Shooter.....	16
D. Green Field Format.....	10	D. Previewing Targets.....	16
v. Target Menus.....	10	E. Attempting Targets.....	17
vi. XBird.....	10	F. No-Bird and Gun Malfunctions.....	17
vii. Previewing Targets.....	10	G. Shot Penalties.....	18
		H. Penalties (After First Warning).....	18
		VII. SCORING.....	19

A.	Recording and Marking Scores.....	19
B.	Clarification of Score	19
C.	Final Score Tie Breaking	19
VIII.	TURBO.....	21
A.	Overview	21
B.	Format.....	21

I. JURISDICTION

1. All local, state and federal rules and laws take precedence over the rules of American Field Sporting.
2. The rules of clubs hosting American Field Sporting competitions take precedent over the rules of AFS as to safety, conduct, time efficiency or to accommodate additional participants. Clubs cannot adjust rules of the game to give competitors an advantage (i. e. number of previews, preview pairs, low gun enforcement, etc.)
3. National association rules and policies concerning anything other than the rules of the game (i. e. safety, conduct, awards and punches, etc.) will be used to administer competitions, recognition and other non-game items.
4. The rules of American Field Sporting take precedence over any other game rules.

II. SAFETY

1. It is the responsibility of clubs, target setters, field judges, and shooters to put all aspects of safety first.
2. Eye and ear protection are required for everyone on the field when shooting is taking place.

III. THE GAME

1. American Field Sporting consists of targets shot, low gun (Shotgun Ready Position) for NSCA Master and AA Class (or international equivalent), in twenty-five (25) target increments (called a field.)
2. Participants in all other NSCA classes (or international equivalent) have no restrictions on Shotgun Ready Position.
3. Four (4) Field Formats - Red, White, Blue, and Green - are available.
4. Competitions can use a single format or combination of formats. For competitions exceeding one hundred (100) targets, the incorporation of all four (4) Field Formats is encouraged.
5. Larger competitions such as a regional, national, or continental event will require a minimum of two hundred (200) targets across eight (8) fields and must include a minimum of two (2) fields from each format.

A. Target Types

1. Target types include International, standard, 90mm, 70mm, 60mm, battue, rabbit, flash, and helice targets.

2. Color selection should provide good visibility of the target against the background and under all lighting conditions for shooters of all ages.
3. Manufacturers are encouraged to develop and introduce new target types to promote innovation and continued participation.

B. Target Presentation

1. Innovation and creativity in target presentation are the heart of the game and are highly encouraged.
2. Targets should be safe to attempt, entertaining, and challenging for all participants.
3. Targets are attempted as one-shot Singles, two-shot Singles, Report Pairs, Following Pairs and True/Simo Pairs.
4. Every field must include one (1) XBird thrown once per twenty-five (25) target increment.

C. The XBird

1. The XBird should be the most challenging target on the field.
2. The XBird is thrown once per field as a two-shot Single. The XBird will be scored two (2) points if broken on the first shot or one point (1) if broken on the second shot.

3. The XBird will appear on the menu as the last target of the selected station.

D. Shooting Station Configuration

1. Two types of shooting station configurations can be used:
 - a. Stands measuring a minimum of 84 inches tall and a maximum of 54 inches wide at the opening.
 - b. Hoops or frames measuring a minimum of 36 inches across. Limit sticks can be used at the hoop to limit the range of barrel swing.
2. Hoops must be used on the Red Field.
3. Either hoops or stands may be used on White, Blue, or Green Fields as safety and presentations dictate.
4. Shooting station configurations must be consistent across a single field.
5. Other than the Field Judge, a shooter in the shooting station must have a 36 inch safety zone free of others while in the station.

IV. FIELD FORMATS

1. There are four (4) field formats available to target setters:
 - a. Red
 - b. White
 - c. Blue
 - d. Green

A. Red Field Format

1. The Red Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Five (5) stations with hoops are arrayed in a rectangular 2x2 box grid that is 90 feet wide by 30 feet deep (see Target Setter Handbook for details.)
3. At the target setter's discretion, Station 1 through 4 are placed anywhere inside grid with the corresponding numbered box (see target setter handbook for details.)
4. Station 5 must be placed in the center of the grid (see Target Setter Handbook for details.)
5. A maximum of five (5) shooters are assigned to a squad and will begin at Station One (1).

i. Target Menus

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets. (i.e. rabbit, battue, 90mm, 70mm, etc). must be identified on the menu, including the XBird.
3. While the target selection should vary for each station's menu, the presentation sequence is the same across Stations One through Four and will be attempted in the following order:

- | | |
|-----------|----------|
| a. Single | One-Shot |
| b. Single | Two-Shot |
| c. Pair | Any Type |
| d. Pair | Any Type |

ii. XBird

1. The XBird is the only target shot from Station Five and is attempted as a two-shot single.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26.)

iii. Previewing Targets

1. Before shooting, the squad gathers at Station 1 and the first shooter is allowed two (2) view of all targets as singles in numerical/alphabetical order except for the XBird.
2. There are no previews of pairs.
3. Once shooting begins, no additional previews are allowed except for the XBird which is previewed twice at Station 5 before shooters attempt the target.

iv. Attempting Targets

1. A round consists of all shooters attempting the entire menu at a single station.
2. There is a total of five (5) rounds of attempting targets.
3. Beginning at Station One, each shooter in the squad will attempt the entire menu of singles and pairs before the next shooter begins.
4. When all shooters have attempted a round, the squad moves to the next station and attempts the targets on that menu.
5. The squad rotates, with the first shooter from the previous station becoming the last shooter and the second shooter from the previous station becoming the first to attempt targets. The rotation of shooters will continue at each station.
6. The field is complete when every shooter has attempted the complete menu at all five stations.

B. White Field Format

1. The White Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Three (3) stations, numbered one through three (1-3) are positioned at the target setter's discretion (see Target Setter Handbook for details.) Station One must be the center most station between Stations One and Two.
3. A maximum of five (5) shooters are assigned to a squad and will begin at Station One

i. Target Menus

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence is the same for each station which will include and will be attempted in this order::
 - a. Single One-Shot
 - b. Single Two-Shot
 - c. Pair Any Type
 - d. Pair Any Type
 - e. Pair Any Type

ii. XBird

1. The target setter will select one (1) of the three (3) stations for the XBird, thrown as a two-shot single as the final target on the menu.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26.)

iii. Previewing Targets

1. Before shooting begins at Station One, the first shooter may stand in the station and is allowed two (2) previews of all targets as singles in numerical/alphabetical order.
2. The XBird may be thrown from any of the three (3) stations and will be the last target previewed twice at the station where it is thrown, before attempting targets at that station.
3. There are no previews of pairs.
4. Once shooting begins, no additional previews are allowed at that station.

iv. Attempting Targets

1. A round consists of all shooters attempting their entire menu at a single station.
2. There is a total of three (3) rounds of attempting targets.
3. Beginning at Station One, each shooter in the squad will attempt the entire menu of singles and pairs before the next shooter begins.
4. When all shooters have attempted a round, the squad moves to the next station and attempts the targets on that menu.
5. The squad rotates, with the first shooter from the previous station becoming the last shooter and the second shooter from the previous station becoming the first to attempt targets.
6. The field is complete when every shooter has attempted the complete menu at all three stations.

c. Blue Field Format

1. The Blue Field requires a minimum of seven (7) traps with one (1) trap dedicated exclusively to the XBird.
2. Two (2) Positions (stands or hoops) are located no more than a ninety-foot radius from each other (see Target Setter Handbook for details.)
3. Each Position contains two (2) Stations for a total of four (4) Stations.
4. Position One (1) contains Station One (1) and Two (2). Position Two (2) contains Stations Three (3) and Four (4).
5. A maximum of five (5) shooters are assigned to a squad and begin at Position One, Station One.

i. Target Menu

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence is the same for each station which will include and will be attempted in this order::

- | | |
|-----------|----------|
| a. Single | One-Shot |
| b. Single | Two-Shot |
| c. Pair | Any Type |
| d. Pair | Any Type |

ii. XBird

1. The target setter will select one (1) station for the XBird, thrown as a two-shot single, as the last target on the menu.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty- six (26.)

iii. Previewing Targets

1. Before shooting at each station, the first shooter may stand in the station and is allowed two (2) previews of all targets as singles in numerical/alphabetical order.
2. Station One: Targets one, two and three. Station Two: Targets four, five and six. Station Three: Targets one, two, and three. Station Four: Targets four, five, and six.
3. The XBird will be the last target from the station where it is thrown. It will be viewed twice, before attempting targets at that station.
4. There are no previews of any pairs.

iv. Attempting Targets

1. A round of shooting consists of all shooters attempting their entire menu at a single station.
2. There is a total of four (4) rounds of attempting targets.
3. Beginning at Position One, Station One, each shooter will attempt the entire menu of singles and pairs before the next shooter begins.
4. When all shooters have attempted a round at Station One, the squad rotates, remains at Position One, previews and attempts the targets for Station Two.
5. When all shooters have attempted a round at Station Two, the squad rotates and moves to Position Two, previews and attempts the targets for Station Three.
6. When all shooters have attempted a round at Station Three, the squad rotates, remains at Position Two, previews and attempts the targets for Station Four.
7. Shooting is complete when every shooter has attempted both stations at Position One and Two.

D. Green Field Format

1. The Green Field requires a minimum of six (6) traps with one (1) trap dedicated exclusively to the XBird.
2. Five (5) fixed stations, numbered one through five (1-5) from left to right are spaced a minimum of fifteen (15) and no more than twenty (20) feet apart (see Target Setter Handbook for details.)
3. A maximum of five (5) shooters are assigned to a squad and begin at Station Three (3).

v. Target Menus

1. Each station will have an easy-to-read menu of targets to be attempted at that station.
2. All non-standard targets (i.e. rabbit, battue, 90mm, 70mm, etc.) including the XBird must be identified on the menu.
3. While the target selection should vary for each menu, the presentation sequence on Station Three is different from the others and will be attempted in this order::
 - a. Single Two-Shot
 - b. Single Two-Shot
 - c. Single Two-Shot
 - d. Single Two-Shot
 - e. XBird Two-Shot

4. The presentation sequence is the same across Stations Four, Five, One, and Two, and will be attempted in this order:
 - a. Single One-Shot
 - b. Pair Any Type
 - c. Pair Any Type

vi. XBird

1. The final target in Station Three is the XBird and is attempted as a two-shot single.
2. If the XBird is broken on the first shot, it will be scored two (2) points. If the XBird is broken on the second shot, it will be scored one (1) point. Maximum score for a twenty-five (25) target field is twenty-six (26.)

vii. Previewing Targets

1. Before shooting, the squad gathers at Station Three (3) and is allowed two (2) views of all targets as singles and the XBird. The first shooter may stand in Station Three (3) and call for each target in numerical/alphabetical order.
2. There are no previews of any pairs.
3. Once shooting begins, no additional previews are allowed.

viii. Attempting Targets

1. A round consists of all shooters attempting their entire menu at a single station.
2. There is a total of five (5) rounds of attempting targets. The squad remains together and follows the station sequence of three, four, five, one, two.
3. Beginning at Station Three, each shooter will attempt the entire menu of singles and the XBird before the next shooter begins.
4. When all shooters have attempted a round in Station Three, the entire squad moves to Station Four station and attempts the targets on that menu.
7. The squad rotates and the first shooter from the previous station becomes the last shooter and the second shooter from the previous station becomes the first to attempt targets.
8. The field is complete when every shooter has attempted the complete menu at all five stations.

V. GENERAL RULES

A. Types of Guns Used

1. Shotguns of 12 gauge and smaller, with the ability to shoot two shots are permitted. No more than two (2) shells may be loaded into the gun at one (1) time.
2. Shooter may change chokes before attempting targets at each station. Once a shooter begins attempting targets, that shooter may not change chokes at that station. Failure to comply will result in the remaining targets at that station to be scored as lost for that shooter.
3. Release triggers are allowed. They must be stickered and the Field Judge must be notified before shooting begins at each field.

B. Gauges

1. 12 gauge events allow shotguns of 12 gauge or smaller.
2. 20 gauge events allow shotguns of 20 gauge or smaller.
3. 28 gauge events allow shotguns of 28 gauge or smaller.
4. .410 events allow shotguns of .410 bore.

C. Ammunition

1. No reloads are allowed in competition. All ammunition must be commercially manufactured cartridges.

2. Load and shot size may not exceed federal, state, local, and host club rules. If registered, load and lead shot size shall be limited to association specifications.

D. Shooting Order/Rotations

1. Shooters must be in preassigned squads in competition play.
2. Squads are limited to a maximum of five (5) shooters.
3. Shooters must rotate between each station and each field.
4. A shooter rotation consists of the shooter in the first position at a station moving to the last position and the shooter in the second position moving into the first position.

E. Arrival at Starting Station

1. It is the shooters' responsibility to arrive ten (10) minutes before the assigned start time to ensure they are checked in by the field judge.

F. Shooter Number Display

1. If provided, all shooters shall clearly display their shooter number. This display can be on the back of the shirt, vest, or jacket, the shell bag, etc.

G. Ready Position for Master and AA

1. The ready position for Master and AA class shooters and the international equivalent is the heel of the shotgun in contact with the body and the highest point of the back of the stock (and the highest point of any type of stock) must be below a horizontal line marked on the shooter's outermost garment (see picture below.)



2. The horizontal line is referenced at the bottom of each shooter's armpit as their arm is at their side to ensure line height is anatomically proportionate to all shooters.
3. All shooters in Master and AA must position the back of the stock below the line and not move from their Ready Position until the target is visible. Failure to do either will result in a lost target after one (1) warning per field as described in Section VI. G Shot Penalties.
4. The shotgun must be fully shouldered before attempting the target.

H. Ready Position for Other Classes

1. All shooters A, B, C, D, and E Classes (or international equivalent) may hold their shotgun in the ready position at any height, but the heel of the shotgun must be in contact with their body.
2. All shooters in A, B, C, D, and E Classes must set their gun in the Ready Position before calling for the target and not move until the target is visible.
3. The shotgun must be fully shouldered before attempting the target.

I. Inside the Shooting Station

1. Both feet must be fully inside the station at all times while attempting targets.
2. Guns may not be loaded until the shooter is fully inside the station and the gun pointed in a safe direction.

J. Pre-shot Gun Swing

1. All shooters, when they are in the stand, may pre-mount and swing their gun on the target line before placing their gun in the Ready Position and attempting the target.

K. Calling for the Target

1. When shooter a is ready to attempt the target, they will make a clear, verbal call such as “pull.”

L. Launching Targets

1. When the target is called for, it must be launched immediately with a tolerance of (2) seconds. This does not mean the Field Judge can arbitrarily throw the target within those two (2) seconds.

M. Completion of Attempting Targets in Station

1. Shooters must open and empty their gun before stepping out of the station.

N. One-shot Singles

1. Up to two (2) shells may be loaded but only one (1) shot may be attempted on one-shot Singles.
2. If two shells are loaded and both shot, the target is called lost whether broken or not.
3. A No Bird or First Gun Malfunction on the one shot single will result in reshooting the target with nothing established.

O. Two-Shot Single Target and XBird

1. Full use of the gun, both barrels are allowed.
2. If the first gun or ammunition malfunction occurs on the second shot, the target will be re-shot and the shooter must intentionally miss the target on the first shot.
3. If the shooter hits the target on the first shot of a reshoot it is scored as lost.

P. Pairs

1. There are no previews of any pairs.
2. Pairs can be thrown as report, following or simo/true.
3. On Report Pair, the shooter may shoot twice at the first target.
4. On Simo/True Pair the shooter may shoot either target first and may shoot twice at the same target.
5. On Simo/True Pair, if either target or gun malfunction occurs, neither target is scored and the pair will be re-shot.
6. If the shooter breaks both targets with one (1) shot, or a piece of the first target broken by the first shot breaks the second target, both targets will be scored dead.

7. A target shall be deemed a No Bird if the target breaks when thrown from the trap and/or if it is broken by an obstacle before the first shot.
8. In the case of a No Bird or Gun Malfunction on the second target of a Report Pair, the first target will be established Dead or Lost and the pair will be re-shot.
9. The shooter must make a legitimate attempt at the first target and the second target will be scored Dead or Lost based on the result of the attempt at the second target.
10. A No Bird or Gun Malfunction on a Simo/True Pair will result in reshooting the pair with nothing established.
11. Following Pairs have the same rules applied as Simo/True Pairs in regard to malfunctions.

Q. Menu

1. The menu at each Shooting Station must list the sequence in which targets will be attempted.
2. The menu must be large enough for shooters to see clearly while in the Shooting Station.
3. All non-standard targets must be identified on the menu, including the XBird.
4. Each shooter will attempt the entire menu of singles, pairs, and XBird before leaving the Shooting Station.

VI. FIELD JUDGE RESPONSIBILITY

A. Ambassadors of the Game

1. Field Judges are the ambassadors of the game. It is their responsibility to ensure the game flows efficiently. A squad of five should take less than thirty (30) minutes to complete a field barring mechanical, operational, or weather circumstances.
2. Field Sporting is first and foremost designed to be fun. Field Judges set that tone.
3. The Field Judge is responsible to understand and be able to enforce all rules efficiently and effectively.
4. More than one (1) Field Judge is allowed at any Shooting Station.

B. Before Shooting Starts

1. Field Judges will confirm all shooters names, shooter numbers, and Class Rank with the score sheet.
2. Field Judges will check conformity of all ready position lines on competitors in Master or AA Class and will mark a ready line on all participants who do not have an existing line in a washable medium, such as chalk.

3. Any existing line can be used if it is below the AFS line. This must be agreed upon with the Field Judge and competitors prior to attempting targets.

C. Late/Missing Shooter

1. At the appointed start time the Field Judge will call out for any missing shooter(s) in the squad. If there is no response from the missing shooter(s) the Field Judge will begin previewing targets.
2. Missing shooters will be scored zero (0) for each target as it occurs in the shooting sequence until or if the missing shooter arrives.
3. If missing shooters arrive once shooting has begun, they will not be allowed a preview of any target that has already been previewed by the squad.
4. Late shooters will be allowed to join the squad in the position they were assigned and to attempt the targets that remain. Late shooters cannot make up targets that have already been thrown.

D. Previewing Targets

1. The Field Judge will gather the squad at the station where targets are previewed and show all targets twice in numerical/alphabetical order.

2. Before the first preview of each target, the Field Judge will describe the type of target, if non-standard, the entry point, and landing point. This description must be short and simple. It is the shooter's sole responsibility to assess the target.
3. No-bird targets will be previewed again.
4. A no-bird target is one that is broken, hits an object along its flight path or comes off the trap in an irregular manner.
5. If there is a delay in attempting targets for more than five (5) minutes, all targets will again be previewed as singles once for all shooters to view in the current station before shooting resumes.

E. Attempting Targets

1. Before throwing each single or pair, the Field Judge will announce the single or pair presentation to be thrown. i.e. "One-shot single four," "Report pair, two, three," etc.
2. The Field Judge will announce the results at the completion of each single or pair attempt before recording the results on the score sheet.
3. The Field Judge will observe that each shooter does not move from their ready position before the shooter can see the target.
4. The Field Judge will give the shooter one (1) warning per field if the shooter moves before the target is visible.

5. Each subsequent movement infraction after the warning will result in a lost target/point.

F. No-Bird and Gun Malfunctions

1. Field Judges will be the sole judge of no-birds.
2. The Field Judge will make a final determination of a gun malfunction.
3. Only the shooter in the stand can ask for clarification and discuss a no-bird or malfunction ruling.
4. The Field Judge may amend their call after a discussion with the shooter in the stand.
5. No other shooters, squad members or spectators may discuss, debate or offer an opinion about a call of no birds or malfunctions.
6. If the gun malfunctions, the Field Judge will give the shooter one (1) warning per field. After the warning, each subsequent malfunction will result in a lost target/point.

G. Shot Penalties

1. Shot penalties accrue per field and reset to zero on each field.
2. A shooter is penalized and one-point penalty is assessed in the following scenarios:
 - a. Ready Position fault (line or early movement) occurring **after first warning**.
 - b. Gun Malfunction occurring **after first warning**.
 - c. Shooter Error (e.g. failure to fire (flinch), safety on) **without warning**.

H. Penalties (After First Warning)

1. After the first warning, additional Ready Position faults will result in a penalty.
2. After the first warning, additional Gun or Ammo Malfunctions will result in a penalty.
3. Any penalty on one and two shot singles is scored as a lost target/point and there is no reshoot.
4. Any penalty that occurs before or on the first shot of any pair requires a reshoot. The first shot of the reshoot is counted lost no matter the actual result. Either target can be attempted with the second shot.
5. Any additional penalty during a penalty reshoot will result in the loss of both targets/points.

6. Any penalty on the second shot of a two shot single or pair is scored as lost and there is no reshoot.

VII. SCORING

A. Recording and Marking Scores

1. Every squad will be assigned a master score sheet containing each squad members name, Class and shooter number. The Field Judge will control the scoresheet at all times.
2. A Field Judge is the only person allowed to make entries on the score sheet. Entries must be in ink.
3. A target piece must be visible to call the target dead/broken.
4. A dead/broken target will be marked on the score sheet with a diagonal line "/" or "\".
5. If there is no visible piece or only dust is seen, the target will be called missed/lost.
6. A missed/lost target will be marked zero "0" on the score sheet.
7. The master score sheet has twenty-six (26) boxes. Two boxes at the end of the score sheet are dedicated to the XBird score regardless of the XBird position in the shooting sequence.
8. The XBird will be scored "/" "/" (2 points) if broken on the first shot, "0" "/", (1 point) if broken on the second shot, and "0" "0", (zero) if missed on both shots.

B. Clarification of Score

1. Only the shooter can ask for clarification and discuss the call with the Field Judge and must do so before attempting the next target or, on the final target, before stepping out of the Shooting Station.
2. No other shooters, squad members or spectators may discuss, debate or offer an opinion about the call unless polled by the Field Judge.
3. The Field Judge may poll other squad members and spectators and may change their original call of attempted targets.
4. The Field Judge's decision is final.
5. All scores must be tallied and signed off by the Field Judge.
6. Shooters will initial their scorecards upon completion of each field.

C. Final Score Tie Breaking

1. If there is a tie for the final score in HOA, Class or Concurrent, the first tie break is through the number of XBirds each shooter broke on the first shot. Two point XBirds only.

2. If a tie remains, it is broken by a count up on the last field listed in the scoring app. This field should also be announced/posted for participants to see.
3. In a count up, both shooters scores for the predetermined field are compared to each other shot by shot beginning with the first shot. The first shot missed by one shooter and broken the other, breaks the tie. The shooter who misses the shot loses the tie break.
4. Tie breaks can also be accomplished by shoot offs and must be shot in one of the four formats.

VIII. TURBO

A. Overview

1. AFS Turbo is designed to allow clubs the ability to scale the number of shooters at events in an efficient and compact manner.
2. Turbo is a simple format change and retains all the General Rules of American Field Sporting.

B. Format

3. Turbo is shot at a series of single, separate stations like traditional sporting clays or super sporting.
4. Each station must have a minimum of three (3) traps.
5. The menu at each station can have a combination of any of the following: one shot single, two shot singles, pairs of any kind and XBirds.
 - a. Creativity and pace should be considered in menu development.
6. A total of two (2) XBirds are allowed for every twenty-five (25) targets thrown. For a 100 target event, four (4) XBirds must be thrown, with a maximum of eight (8) XBirds.

7. The number of stations can scale to accommodate the number of shooter and is not limited.